

**What Is Claimed Is:**

1. A network game unit connected to a plurality of client machines via a network and running a network game in which a plurality of players using the plurality of client machines can participate, the network game unit comprising:

an application receiving device which receives application for participation in the network game;

a participation assessing device which assesses whether or not to allow applications received by the application receiving device to participate in the network game according to predetermined conditions of participation; and

a participation process executing device which executes whether to enable players or characters used by the players related to the applications assessed to be allowed to participate by the participation assessing device to participate in the network game.

2. The network game unit of claim 1, wherein the participation assessing device allows players or characters used by the players related to the applications to participate in turn, and disallows players or characters used by the players related to applications received after a number of received applications reaches a predetermined number of participants to participate.

3. The network game unit of claim 1, wherein the participation assessing device assesses whether or not to allow players or characters used by the players, on condition of participation such as past achievements of players or characters used by the players, to participate.

4. The network game unit of claim 1, further comprising an ability changing device which changes ability of characters used by the players in the network game, wherein the participation assessing device assesses whether or not to allow participation in the network game on condition of participation such as ability of the characters.

5. The network game unit of claim 1, wherein the participation assessing device assesses whether to allow players or characters used by the players having been disallowed to participate in the network game in the past by the participation assessing device to participate prior to others.

6. The network game unit of claim 1, further comprising:

an information receiving device which receives  
character information which is information related

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5 to characters used by the players in other game units;  
6 and

7 an achievement information reading device which  
8 reads the past achievements of the players who have  
9 played in the other network game units or the  
10 achievements of the characters from the character  
11 information received by the character information  
12 receiving device,

13 wherein the participation assessing device  
14 assesses whether or not to allow participation in the  
15 network game based on the achievement information read  
16 by the achievement information reading device.

1 7. The network game unit of claim 1, further  
2 comprising:

3 an information receiving device which receives  
4 character information which is information related  
5 to characters trained by the players in other network  
6 game units; and

7 an ability information reading device which reads  
8 out ability information of the characters from the  
9 character information received by the character  
10 information receiving device,

11 wherein the participation assessing device  
12 assesses whether or not to allow participation in the  
13 network game on condition of participation such as  
14 ability information read by the ability information

15 device.

1 8. A network game unit connected to a plurality  
2 of client machines via a network and running a network  
3 game in which a plurality of players using the plurality  
4 of client machines can participate, the network game  
5 unit comprising:

6 an application receiving device which receives  
7 applications for participation in the network game;

8 a participation allowing device which allows  
9 players or characters used by the players related to  
10 the applications based on applications received by  
11 the application receiving device;

12 a preliminary character recording medium which  
13 records preliminary characters which are not used by  
14 players; and

15 a preliminary character participation enabling  
16 device which enables preliminary characters recorded  
17 in the preliminary character recording medium to  
18 participate in the network game when the number of  
19 applications allowed to participate does not reach  
20 a predetermined number of participants.

1 9. A game system, comprising:

2 a game machine running a game using characters  
3 used by players; and

4 a network game machine connected to client

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5 machines via a network and running a network game which  
6 players using the client machines can play using ability  
7 information which is information related to ability  
8 of characters used in the game machines,

9 wherein the network game machine comprises:

10 an application receiving device which  
11 receives application for participation in the network  
12 game;

13 a participation assessing device which  
14 assesses whether or not to allow applications received  
15 by the application receiving device to participate  
16 in the network game according to predetermined  
17 conditions of participation; and

18 a participation process executing device  
19 which executes whether to enable players or characters  
20 used by the players related to the applications assessed  
21 to be allowed to participate by the participation  
22 assessing device to participate in the network game.

1 10. A game system, comprising:

2 a game machine running a game using characters  
3 used by players; and

4 a network game machine connected to client  
5 machines via a network and running a network game which  
6 players using the client machines can play using ability  
7 information which is information related to ability  
8 of characters used in the game machines,



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10 or not to allow applications received by the application  
11 receiving device to participate in the network game  
12 according to predetermined conditions of participation,  
13 and a participation process executing device which  
14 executes whether to enable players or characters used  
15 by the players related to the applications assessed  
16 to be allowed to participate by the participation  
17 assessing device to participate in the network game,  
18 the computer readable medium comprising:

19 a first processing routine for assessing whether  
20 or not to allow participation in a network game with  
21 respect to an application for the participation in  
22 the network game in accordance with predetermined  
23 conditions of participation; and

24 a second processing routine for executing a  
25 participation process, which enables a player, related  
26 to the application allowed in the first processing  
27 routine, to participate in the network game, or which  
28 enables a character used by the player to participate  
29 in the network game.

1 12. A computer readable medium having recorded thereon  
2 a processing program for operating the network game  
3 unit, which is connected to a plurality of client  
4 machines via a network and running a network game in  
5 which a plurality of players using the plurality of  
6 client machines can participate, and which comprises

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an application receiving device which receives applications for participation in the network game, a participation allowing device which allows players or characters used by the players related to the applications based on applications received by the application receiving device, a preliminary character recording medium which records preliminary characters which are not used by players, and a preliminary character participation enabling device which enables preliminary characters recorded in the preliminary character recording medium to participate in the network game when the number of applications allowed to participate does not reach a predetermined number of participants,

the computer readable medium comprising:

a first processing routine for allowing players related to the applications or characters used by the players to participate in a network game based on applications for participation in the network game; and

a second processing routine for enabling preliminary characters, which have been recorded in a preliminary character recording medium and have not been used by the players, to participate in the network game when the number of the applications for participation allowed in the first processing routine to participate in the network game is not sufficient



34 to a predetermined number of applications for  
35 participation.

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